Liber Fanatica IX:
Perils of the Empire

Pullout Section

Containing Printable Cards,
Handouts & Cetera

Cards NOT aligned for double-sided printing

Imperial Gazetteer

Nuln

Inhabitants: 85,000

Buy: Once every three days
Sell: Once every six days
All metal armour, melee and gunpowder weapons are one category easier to find.
*Half the Plentiful cards drawn must be Metals

Abundant: 4 x 150 units
Plentiful: 4 x 150* units
Common: 2 x 80 units
Rare: 2 x 15 units
Exotic: 1 x 10 units

9

Pritzstock

Inhabitants: 48

Buy: Once every six weeks
Sell: Once every month

The Plentiful category consists entirely of Pritzstock Riesling (Alcohol), which counts as superior quality and therefore counts as Brettonian Brandy for its price.

Abundant: 2 x 25 units
Plentiful: 2 x 20 units
Common: 1 x 12 units

9

Waldenhof

Inhabitants: 4200

Buy: Once every week
Sell: Once every fortnight
All attempts to buy or sell have ▬ added, if you are a stranger to the town.

Abundant: 3 x 80 units
Plentiful: 2 x 50 units
Common: 2 x 20 units
Rare: 1 x 10 units
Exotic: 1 x 5 units

9

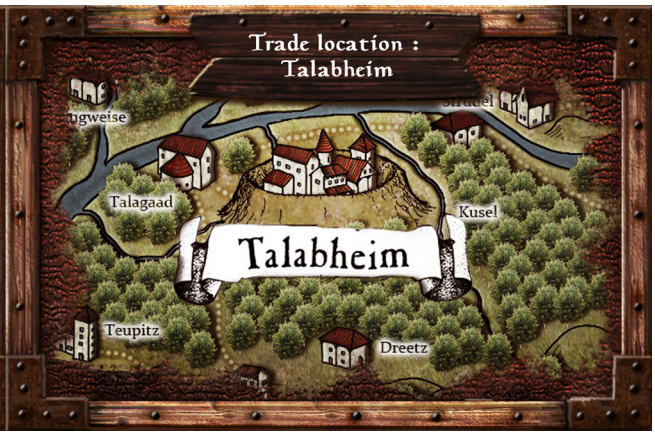
Talabheim

Inhabitants: 72,000

Buy: Once every five days
Sell: Once every week
Attempts to find a buyer or seller have an extra ◆, or when negotiating the price of a Contract, because of the cities complex legal system.

Abundant: 4 x 150 units
Plentiful: 3 x 100 units
Common: 3 x 80 units
Rare: 2 x 15 units
Exotic: 1 x 10 units

9



Cheap Tickets

Life of the Party

Focus

All social interactions in taverns, inns or situations involving freely flowing alcohol gain □. The haracter performing the action must pass an "I need drink" test per the Drunken Bums overlay at Average ◆◆ difficulty. Only one test per establishment per day.

7

Life of the Party

Focus

Drunken Heroics

Focus

All fear and terror effeects are reduced by one step as your head hurst so much you just can't be bothered to be frightened.

All falls gain □. After a fall, suffer 1 Fatigue.

7

Drunken Heroics

Focus

Mordheim

Training Manual

This is a heavy, leather-bound book filled with drawings and diagrams as well as instructions designed to make you better, stronger, or faster.

Each training manual is dedicated to a single skill and talent combination and only one PC may benefit from its teachings. By reading a manual, the PC can do one of the following, but must select the first option he or she has not yet fulfilled:

1. The PC acquires the skill indicated by the manual.
2. The PC adds the skill indicated by the manual to his or her list of class skills.
3. The PC can socket the talent type indicated by the manual into a talent socket type chosen by the PC.

7

Training Manual

0 1 2 3 4 5 6 7 8 9 10

Drunken Bums

Party, Temporary, Conditional

Party Tension Meter:

5 "I need a drink" - Test Discipline (Average ◆◆)

10 "I really need a drink" - Test Discipline (Average ◆◆■). Afterwards, tension resets to zero.

Note: While under the effects of Drunken Bums, only *The Life of the Party* and *Drunken Heroics* talents can be socketed into the party sheet.

Oh my God my Head Hurts

When indicated on the party tension meter, all party members must test Discipline at the difficulty shown. Failure indicates that a character has found a drink nearby and gains the intoxicated condition, retaining the *Drunken Bums* overlay for another day. Having the overlay for five successive days gives the condition *Alcoholism*.

Focus 9

0 1 2 3 4 5 6 7 8 9 10

Zealots from the Order of Templars

Advanced Party, Infamous, Reputable

Party Tension Meter:

6: All party members suffer 1 stress and 1 fatigue.

10: All party members suffer 1 stress, remove 1 recovery counter from each insanity they are attempting to recover from, and exhaust all talents (except for the insanity) socketed to the party card, then tension resets to zero.

Fortune Pool

Malleus Maleficarum

Once per session, a party member may exhaust the insanity socketed to the party card to grant all party members +1 damage to all attacks (including Blessings and Spells that deal damage) for a number of rounds equal to the insanity's severity.
Special: All members of the party must be at least rank 2 before taking this party card.

Insanity | Reputation | Tactic

9

0 1 2 3 4 5 6 7 8 9

Freetraders

Party, Mercenary, Social

Party Tension Meter:

3: All party members suffer 1 stress.

6: All party members suffer 1 stress.

9: All party members suffer 1 stress, then tension resets to zero as the gang leader cracks heads.

Fortune Pool

The High Order of Honourable Freetraders

Party members gain ☐ on non-combat skill checks when dealing with merchants recognized by the Order and ☐ when dealing with all other merchants. Once per session, a party member may exhaust all of the talents socketed to this party card to add ☐ equal to twice the number of talents exhausted when haggling.

Reputation | Tactic

9

Wight Lord

Undead (Mordheim)

4

15

St	5	0
To	4	1
Ag	1	0
It	2	0
Wp	3	1
Fe	1	0

Wight Blade
Wielding an ancient blade infused with the power of undeath, Wight's draw two cards when causing critical wounds and keep the best.

Dead Earnest, Night Vision, Fear 3

Suggested Actions:
Brutal Assault, Grave Blade, Reaving Strike

C2

4 3 2

Aggression 4 | Cunning 2 | Expertise 3

9

Wight Lord

Crimson Shade

An extremely addictive drug, Crimson Shade grants its users inhuman quickness and strength. When used, a vial of this poison lasts the duration of one encounter.

A character who imbibes a dose gains □□□ on combat initiative checks and adds ● on all Strength checks for the duration of the encounter.

An addicted character no longer gains the benefit of the drug, but may imbibe one dose of crimson shade every day to avoid withdrawal symptoms. If an addicted character fails a daily Resilience check, he suffers a number fatigue and stress equal to the check's difficulty and must have a full night's rest to recuperate.

This vial is filled with the viscous dark red substance extracted from the leaves of the blood oak of Estalia.

Addictive, Severity: 3, Period: 1 week

6

Crimson Shade

Wyrdstone Mercenaries

Advanced Party, Adventurers, Mercenary

Party Tension Meter:

4: All party members suffer 1 stress and 1 fatigue.

8: All party members suffer 1 stress, 1 fatigue and 1 corruption, then tension resets to zero.

0 1 2 3 4 5 6 7 8

Wyrdstone Resistance

Party members gain □ on skill checks to avoid gaining corruption or to avoid negative effects from wyrdstone. Once per session, a party member may add a □ equal to the number of fortune points in the fortune pool on any check detailed above.

Special: All members of the party must be at least rank 2 before taking this party card.

Focus | Tactic | Tactic

9

Mordheimer

Advanced Career: Any Race

Advanced, Urban, Combat, Mercenary

Primary Characteristics

Toughness, Willpower

Career Skills

Ballistic Skill, Discipline, Leadership, Observation, Resilience, Weapon Skill

Advances

Action	Talent
2	1
Skill	**Fortune**
2	1
Conservative	**Reckless**
1	1
Wound	
2	

Tactic

Reputation

Focus

Mordheimer

Advanced Career: Any Race

A soldier of fortune who has gazed into the abyss

Long ago in some wrecked inn someone mentioned a rumour about the ruined city of Mordheim and told tall tales about the treasures it still hides. A Mordheimer is someone who once took these rumours as a guide to a fortune. Through hardship and misfortune he travelled into the cursed city, only to face the horrors and ghosts of past that still dwell there. And against all reason he managed to crawl back alive.

Visiting the city has left its mark on the Mordheimer. He has routinely faced terror and survived. He shies away from no act when it comes to push and shove as it is quite certain that he has faced something more vicious in his past and still managed to preserve his life. Those seeking the most merciless of fighters and dishonourable of sell-swords turn to Mordheimers, as do those who want to know a little more about the black city. A Mordheimer is always willing to lend his sword or stories for coins as it means that he does not ever have to go back…

Those who have entered the city of Mordheim and returned have learned the hard way to constantly keep their important possessions with them. Mordheimers know that, at any moment, an attack might strike them down - even the very walls around them might turn into a daemonic maw seeking to gobble them up.

Most of the time, men like these carry a sword with them along with a pistol with at least one silver or blessed bullet for themselves. They know enough to keep with them a memento of some kind, a portrait of a loved one or a painting of beautiful vista. Religious tokens, parchments of prayers, fortune charms and torches are something they never leave theirhome without.

And above all a Mordheimer know to wear an iron (or silver) collar around their neck…

Special: a character cannot enter this career without having survived at least one trip into Mordheim.